

Party For Two

Choreographed by Daan Geelen (NL) & Pamela van der Beek (NL)

Description: 32 counts, 4 wall, Non-Country

Level: Social - **Dance C**

Music: 'Party For Two' - Shania Twain & Mark McGrath (122 BPM)

*Official competition dance description
For Line Dance Social Division at Tulip Challenge 2022*

Note: start with the strong beats after 24 Counts (0:16)

1-8 **2x: FWD. WALK / OUT-OUT-IN-CROSS / KICK-1/4 R STEP-SIDE POINT / 2x: FWD. TOE SWITCHES**
12 step R forward (1), step L forward (2)
&3&4 step R to R (&), step L to L (3)
 step R back to center (&), cross step L over R (4)
5&6 kick R forward (5), turn 1/4 R (3:00) & step R to R (&), point L to L (6)
&7&8& step L next to R (&), touch R forward (7), step R next to L (&)
 touch L forward (8), step L next to R (&)

9-16 **STEP-1/4 PIVOT L / 2x: ELVIS KNEES / BALL-CROSS & HOLD w. SNAP TO SIDE / 3x: HEEL BOUNCE w. 7/8 TURN L**
12 step R forward (1), turn 1/4 L (12:00) (2) (*weight on both feet*)
34 pop R knee in (3), quick weight change to R & pop L knee in (4)
&5&6 step L next to R (&), cross R over L (5), hold & snap R arm to side (6)
7&8 3x: heel bounce with 7/8 turn L* (1:30)

*Restarts: here in wall 1, wall 4, wall 7 & wall 11 / *: change 7/8 Turn in a full turn L*

17-24 **4x: DIAG. FWD. WALKS / 1/4 TURN w. HITCH & 2x: 'C'-HIP BUMPS / 1/8 TURN**
1234 step R forward (1), step L forward (2), step R forward (3)
 step L forward (4) (*all 4 steps to 1:30*)
5&6 hitch R knee with turn 1/4 L (10:30) & bump hips to R up (5)
 bump hips to center (&), step R to R & bump hip to R down (6)
&7&8 recover to L (&), recover to R toe & bump hips to R up (7)
 recover to L (&)
 recover to R & bump hips to R down with turn 1/8 L (9:00) (8)

Hip bumps: 2x up & down, R hand to side go up & down with the 'C'-moves of the hips

25-32 **JAZZ BOX / 4x: TOUCHES IN PLACE**
1234 step L forward (1), cross R over L (2), step L back (3), step R to R (4)
5&6 touch L next to R (5), step L in place (&), touch R next to L (6)
&7&8 step R in place (&), touch L next to R (7), step L in place (&)
 touch R next to L (8)

Restarts: after 16 counts in wall 1, wall 4, wall 7 & wall 11 with square up to 12 o'clock.